

DESTINY

SOLO GUIDE - XYOR THE UNWED

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SET-UP:

LVL 27 Defender Titan

300 DMG Scout Rifle

300 DMG Arc Sniper w/ Extra Ammo Perk and Short Range Scope

300 DMG Solar LMG w/ Extra Ammo Perk

I'm sure you can do it with less and other combinations, but having an Arc and a Solar weapon, fully upgraded, legendary quality+ makes it much less rage-inducing. I would also recommend being LVL 27+. I was a Titan only because that's the character which got the bounty. Ideally, I would have been a Solar Warlock because self-rez and solar-damage sticky grenades. But you gotta roll with what ya got. I went defender because Striker grenades suck and the Defender Bubble is a great "o-shit" button when you almost get yourself killed in a darkness zone.

LET'S BEGIN:

Select your private Xyor Strike and head into the Hellmouth. Feel free to blaze down the stairs on your floaterbike until you hit the Gatehouse. This is the initial room of the Strike where a yellow knight, a normal knight, and a yellow wizard fight you amongst rocks and the cliff into the Hellmouth gapes on your left. There is some other fodder, too, but in a normal Strike, you could just ride your bike right through these fools and hit the Sword of Crota room.

Don't do that. Clear this room out. It will make the hardest part of this whole ordeal much easier later. You need this space to retreat to during the final wave of this Strike's "Defend the Dinklebot" sub-mission.

Once this first area is clear, head into the Sword of Croata room and release your floating polygon to its usual job of voyeurism and monotone commentary. You'll be assaulted by large amounts of enemies, and the only ones worth mentioning are the waves of Knights and Wizards.

After the initial orgasm of thralls, the walls spit out about five or six knights and they have a mix of yellow and normal varieties. Pull back to the entrance to this area to draw them out a few at a time. Here is where I felt the short-range, arc sniper came into play:

The normal knights go down easy enough because the fully upgraded sniper knocks them off-balance with a sliver of health. Easy to finish. The yellow knights are more of a pain.

Expect these yellow knights to take their first hit, then do a goddamn barrel roll or raise their



derp-shield of invulnerability, or both in rapid succession. The sniper rifle is not for killing these bipedal Star Fox stereotypes. Your arc sniper is there to take down their Arc Shields in one shot. Then as they dodge or cower, you switch to your mundane scout rifle and pop them dead with minimal investment of your precious special ammunition. You can even wait two seconds while the knight is behind his shield and toss a sticky grenade to mostly kill him. Pop pop, and them yellow knights be dead easy. If you hang around the door area for the first two waves, venturing forward only to draw in more prey, you won't be in much danger of death.

The final wave of four or so yellow moon wizards is the next crisis point:

Keep near the entrance of the Sword of Croata room, like with the Knights, and goad the wizards into attack mode. You'll recognize it by three or four of the yellow wizards floating your way and farting their black colon fumes all over your position. Unlike the cowardly knights, the wizards will pursue you through the exit and up into the hallway. About halfway to the previous Gatehouse area, they will stop. Usually two of them will wait there. This is why we cleared out the Gatehouse at the beginning of the Strike because otherwise you would be retreating into a gangbang.

Bring out your solar machine gun. I feel the need to stress that this weapon, like your arc sniper, should be fully upgraded at 300 DMG level. It makes the gun like a hot knife and the wizards like moon butter. With the Extra Ammo perk on the LMG, you can shred the wizards in seconds without worrying about reloading, but you can also just take out their shields and pop them with your scout rifle, too. This will clear the encounter and Dinklebot will finally manage to "hack" the giant chain padlocks which seal the doorway.

Congrats. The hardest part is behind you.

Blaze your way through the room with the Ogre and sprint through the atrium place in the lower Hellmouth where the Tombships always show up. Just sprint past the Knights which guard the approach to Phogath's lair as they are asleep and won't even touch you.

Now then, we are here. Phogath's room just opened before you. In about 10 minutes or so, you'll have the Thorn:

Step 1: When the doors open, ignore the chained Phogath and kill every single other enemy in the room.

Step 2: Shoot Phogath until he unchains himself. You never need to shoot him again after that point.

Step 3: Retreat into the entry room where the screecher spawns. And pop any enemy you can see in the Phogath's main room until the screecher spawns above you.



Step 4: When the screecher spawns, it means the never-ending wizards you don't need to kill are on their way. Head back into the room before the screecher room and hide behind the wall to the right of the door. It will protect you from the screecher.

Aside: I always killed the screecher with a single sticky grenade because it was easy. It will always come back, but it comforted me to have it dead. I'm not sure if you need to do so for this strategy to work.

Step 5: The yellow wizards who enter the screecher room to kill you are pointless. **YOU DO NOT NEED TO KILL THEM.** Just hold out, take a few steps back, shoot them once or twice, and they will despawn. Once they despawn, anything else left in the room is something you must kill to get Xyor to spawn. At maximum, you might need to kill a single yellow wizard before Xyor arrives. **If you are killing more than that, you are wasting time and ammunition on infinite enemies.** Watch the despawn and kill what's left. If you find yourself fighting a pair of normal wizards, you'll know Xyor is almost there.

Step 6: If everything is dead in the screecher room, peek out into Phogath's room. He will likely be staring right at you, but just to the right of the entrance into his lair there is a convenient wall-portion which will block all of Phogath's purple mind-beam attacks. Stand here and take the time to shoot every other enemy in the room you can. You have a brief window, perhaps **10 seconds**, before the infinitely spawning wizards appear to jank your tushie. **Kill everything you can and then sprint back past the spawning screecher to despawn all the infinite wizards. Repeat Step 5.**

Aside: The only real danger in this part of the Strike is the Cursed Thralls which camp just outside the doorway into Phogath's chamber. The fat ogre will be vomiting his purple shit at you, so you'll sprint into the room to get to that little wall on the right, but a cursed thrall will be there to blow in your face. Do your best to juke Phogath's beam in the narrow passageway and take a look left and right before heading out. You can tank the purple beam for a few seconds, but the thrall will finish you.

Step 7: You'll see the Tombships in the distance arriving, and after the second one, you can start watching the yellow wizards for Xyor. He looks identical, so you'll need to aim at the invading wizards to see which is which. **Keep repeating Step 5 and 6 till Xyor shows up at your door in the Screecher room. Pull out your solar machine gun and waste him in a few seconds.**

Congrats! You now have a pretty lame exotic weapon, but at least your collection is one step closer to completion.

